

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-43 (cancelled).

44 (new). A method for operating a gaming apparatus, comprising:

displaying a plurality of spinning reel images, each image representing a spinning slot machine reel on a slot machine with a plurality of reels;

displaying a set of stopped reel images in place of one or more of the plurality of spinning reel images, each stopped reel image representing a stopped slot machine reel with at least one symbol thereon and the number of stopped reel images in the set of stopped reel images being less than that in the plurality of spinning reel images;

determining an in-game outcome associated with a configuration of the symbols on the set of stopped reel images displayed;

A2 providing an in-game stimulation selected from the group consisting of a 3-dimensional aural stimulation, a visual stimulation, a value stimulation and a physical stimulation according to the in-game outcome;

displaying a plurality of stopped reel images in place of the plurality of the spinning reel images, each stopped reel image representing a stopped slot machine reel with at least one symbol thereon and the plurality of stopped reel images including the set of stopped reel images;

determining a game outcome associated with the configuration of the symbols on the plurality of stopped reel images displayed; and

determining a value payout based on the game outcome.

45 (new). The method of operating a gaming apparatus according to claim 44, further comprising:

displaying another set of stopped reel images in place of more than one of the plurality of spinning reel images, each stopped reel image representing a stopped slot machine reel with at least one symbol thereon and the number of stopped reel images in the another set of stopped reel images being less than that in the plurality of spinning reel images but more than in the set of stopped reel images;

determining another in-game outcome associated with a configuration of the symbols on the another set of stopped reel images displayed; and

providing another in-game stimulation selected from the group consisting of a 3-dimensional aural stimulation, a visual stimulation, a value stimulation and a physical stimulation according to the another in-game outcome.

46 (new). The method of operating a gaming apparatus according to claim 45, wherein the providing another in-game stimulation comprises providing a stimulation which is heightened relative to the in-game stimulation.

47 (new). The method of operating a gaming apparatus according to claim 45, wherein the determining an in-game outcome, the determining another in-game outcome and the determining a game outcome are performed before the displaying a set of stopped reel images.

48 (new). The method of operating a gaming apparatus according to claim 44, further comprising providing another in-game stimulation selected from the group consisting of a 3-dimensional aural stimulation, a visual stimulation, a value stimulation and a physical stimulation according to the in-game outcome.

49 (new). The method of operating a gaming apparatus according to claim 48, wherein the providing of an in-game stimulation and the providing of another in-game stimulation are performed simultaneously.

50 (new). The method of operating a gaming apparatus according to claim 48, wherein the providing of an in-game stimulation and the providing of another in-game stimulation are performed sequentially.

51 (new). The method of operating a gaming apparatus according to claim 48, further comprising combining the in-game stimulation with the another in-game stimulation to provide yet another in-game stimulation different from the in-game stimulation and the another in-game stimulation.

52 (new). A gaming apparatus capable of playing a game comprising a plurality of game pieces, the gaming apparatus comprising:

a display unit that is capable of generating video images;

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at least one stimulator selected from the group consisting of a 3-dimensional aural stimulation device, a visual stimulation device, a value payout device, and a physical stimulation device;

a controller operatively coupled to the display unit, the controller comprising a processor and a memory operatively coupled to the processor and programmed to:

control the display unit to generate a plurality of spinning reel images, each image representing a spinning slot machine reel on a slot machine with a plurality of reels;

control the display unit to generate display a set of stopped reel images in place of one or more of the plurality of spinning reel images, each stopped reel image representing a stopped slot machine reel with at least one symbol thereon and the number of stopped reel images in the set of stopped reel images being less than that in the plurality of spinning reel images;

determine an in-game outcome associated with a configuration of the symbols on the set of stopped reel images displayed;

control the at least one stimulator to provide an in-game stimulation selected from the group consisting of a 3-dimensional aural stimulation, a visual stimulation, a value stimulation and a physical stimulation according to the in-game outcome;

control the display unit to generate display a plurality of stopped reel images in place of the plurality of the spinning reel images, each stopped reel image representing a stopped slot machine reel with at least one symbol thereon and the plurality of stopped reel images including the set of stopped reel images;

determine a game outcome associated with the configuration of the symbols on the plurality of stopped reel images displayed; and

determine a value payout based on the game outcome.

53 (new). The gaming apparatus according to claim 52, wherein the controller is also programmed to:

control the display unit to generate another set of stopped reel images in place of more than one of the plurality of spinning reel images, each stopped reel image representing a stopped slot machine reel with at least one symbol thereon and the number of stopped reel images in the another set of stopped reel images being less than that in the plurality of spinning reel images but more than in the set of stopped reel images;

determine another in-game outcome associated with a configuration of the symbols on the another set of stopped reel images displayed; and

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control the at least one stimulator to provide another in-game stimulation selected from the group consisting of a 3-dimensional aural stimulation, a visual stimulation, a value stimulation and a physical stimulation according to the another in-game outcome.

54 (new). The gaming apparatus according to claim 53, wherein the controller is programmed control the at least one stimulator to heighten the another in-game stimulation relative to the in-game stimulation.

55 (new). The gaming apparatus according to claim 53, wherein the controller is programmed to determine the in-game outcome, the another in-game outcome and the game outcome before controlling the display unit to generate the set of stopped reel images.

56 (new). The gaming apparatus according to claim 52, wherein the controller is programmed to control the at least one stimulator to provide another in-game stimulation selected from the group consisting of a 3-dimensional aural stimulation, a visual stimulation, a value stimulation and a physical stimulation according to the in-game outcome.

57 (new). The gaming apparatus according to claim 56, wherein the controller is programmed to control the at least one stimulator to provide the in-game stimulation and the another in-game stimulation simultaneously.

58 (new). The gaming apparatus according to claim 56, wherein the controller is programmed to control the at least one stimulator to provide the in-game stimulation and the another in-game stimulation sequentially.

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59 (new). The gaming apparatus according to claim 56, wherein the controller is programmed to combine the in-game stimulation with the another in-game stimulation and to control the at least one stimulator to provide yet another stimulation different from the in-game stimulation and the another in-game stimulation.

60 (new). The gaming apparatus according to claim 52, wherein the visual stimulation device is selected from the group consisting of a display unit, a partitioned display unit, multiple display units, reels, top boxes, toppers, candles, light bezels, button lights and dispenser lights.

61 (new). The gaming apparatus according to claim 52, wherein the visual stimulation device comprises a peripheral device having lights and displays.

62 (new). The gaming apparatus according to claim 52, wherein the payout device is selected from the group consisting of a coin hopper, a token hopper, a printer for printing merchandise ticket vouchers, bonus ticket vouchers, cash-redemption ticket vouchers, casino chip ticket vouchers, extra game play ticket vouchers, restaurant ticket vouchers, or show ticket vouchers, and an electronic funds transfer device.

63 (new). A gaming system comprising a plurality of gaming apparatuses as defined in claim 52, the gaming apparatuses being linked together to form a network selected from the group consisting of a LAN, a WAN, an intranet and the Internet.

64 (new). The gaming system according to claim 63, wherein the gaming apparatuses are linked to a central controller.

65 (new). The gaming system according to claim 63, wherein the gaming apparatuses are linked together to form a peer-to-peer network.